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Subject: new renegade map by Xpontius  
Posted by [xpontius](#) on Thu, 24 Jul 2003 19:08:41 GMT  
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Ive done the following-

1. Rerouted tunnels to be the shortest length possible between both Nod and GDI tunnel entrances
2. Rearranged Nod base terrain so Ref is farther from airstrip (VIS and Pathfinding im doing today for that)
3. I raised the concrete walls on top of bridge so when you do crouch only a bit of your head is showing.
4. Included dsapo pathfind blockers at tib island and off the side at bridge entrances so harv cant be pushed under the bridge from the bases.
5. Added 2 guntowers (But I still need some advice if any on what to do other than just addin M00 base defense to the guns- they seem, well, confused when i drive up to them.

It should all be updated tomorrow

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